SNS-MK-USA-1

SUPER MARIO KART™

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Thank you for selecting the Super Mario Kart™ Game Pak for your Super Nintendo Entertainment System®.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

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INTRODUCTION

Hi everybody! Thanks for dropping by the Super Mario Kart race track. My name is Lakitu, I run this track. If you need my help, I'll be around.

We race one seater, metal pipe frame go carts here. There are two engine sizes to choose from: 50cc or 100cc. All of the go carts are more or less the same, it's the individual drivers that make the difference when it comes to winning. Each driver has their strengths and weaknesses. Try using different drivers until you find the best one for you.

This Game Pak has a battery backed memory that saves the best Time Trial times and keeps track of which trophy cups you have earned. If you switch this Game Pak ON and OFF repeatedly, you may erase the saved information.

CONTROLLER OPERATIONS

Y Button
Brakes.

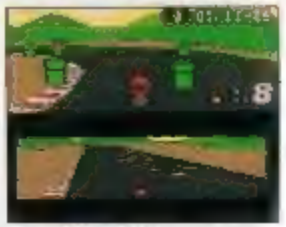
START Button
Pauses the game and enters selections.

SELECT Button
Switches to and from the rear view mirror in a one player game.

Control Pad
Steers your go cart and moves cursor on selection screens.

L Button
Makes your cart hop or do a power slide.

Race Status


Rear View Mirror

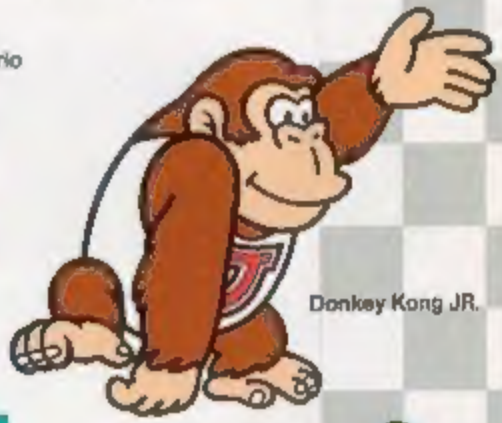
R Button
Makes your cart hop or do a power slide.

X Button
Switches to rear view mirror in a one player game (same as SELECT Button) and cancels entries on selection screens.

A Button
Use items.

B Button
Acceleration and entering on selection screens.

Mario


Donkey Kong JR.

If you press the L or R Button, your cart will make a small hop. If you use the Control Pad at the same time, you can do a power slide. See page 15 for more information.

Luigi

TO THE STARTING LINE

Go cart racing is simple to learn, but it takes great patience and determination to master. Some go cart racers have gone on to become world class Formula One drivers. To start racing, insert the Super Mario Kart Game Pak into your Super NES unit and turn the power ON. When the title screen appears, press the B Button and pick your desired game mode.

Yoshi

1P GAME

- ▶ MARIO KART GP
- ▶ TIME TRIAL

2P GAME

- ▶ MARIO KART GP
- ▶ MATCH RACE
- ▶ BATTLE MODE

In the MARIO KART GP, you can select either a 50cc or 100cc cart. The 100cc machine is quite a bit quicker than the 50cc one. The other drivers are more aggressive in the 100cc races too. If you're just starting out, you may want to warm up with the 50cc machines. Races other than the MARIO KART GP always use the 100cc machines.

Use the ✣ Control Pad to move the cursor when making selections. Press the B Button to enter selections. If you make a mistake, press the X Button to cancel.

Bowser

Toad

1P GAME ▶ MARIO KART GP

Here, you will race against 7 opponents.

1P GAME ▶ TIME TRIAL

Pick any track just for practice, or go for the course record. Records will be saved, so do your best!

2P GAME ▶ MARIO KART GP

A total of 8 carts line up for the GP race – 2 human players against 6 opponents.

2P GAME ▶ MATCH RACE

A one-on-one race against another player on the track of your choice.

2P GAME ▶ BATTLE MODE

It's two players in an arena doing (What else?) BATTLE!

Choose Your Driver

Choose from the 8 available drivers. See page 21 for more details. Course selection varies depending on the type of game played. The courses are explained on page 27.

MARIO KART GP

- ▶ MUSHROOM CUP RACE
- ▶ FLOWER CUP RACE
- ▶ STAR CUP RACE

Pick the cup race you want to enter. Each cup circuit has 5 different tracks. There is a Special Cup race that you can only enter after mastering the others in the 100cc class.

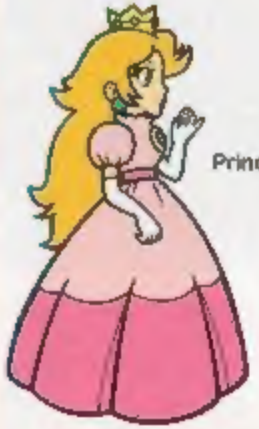
TIME TRIAL & MATCH RACE

Choose a course from any cup circuit. To choose the Special Cup, you must win all of the other cups in the 100cc class. If you are in the TIME TRIAL mode, the top five records for each track will be shown.

BATTLE MODE

Choose a course from the 4 special battle courses.

To clear the battery backed memory and erase all of the records stored in your Game Pak, press L, R, Y and A at the same time on Controller 1 when the title screen is displayed. If you want to clear only the TIME TRIAL records (and leave the GP cup information), go to the course records you wish to delete. Then press L, R, Y and A at the same time on Controller 1.



Princess

Koopa Troopa

RACING RULES

MARIO KART GP (1 Player)

You'll start the MARIO KART GP in eighth place. As soon as the starting light turns green, the race begins. If you rev your engine too high before the green light, you'll peel out! Experiment to find the best way to accelerate at the starting line. Half of the screen will show an overview of the course and where all of the racers are currently. To change this view to your rear view mirror and see what's going on behind you, press the X Button or the Select Button. The bottom right of the racing screen shows what place you're in.

Each race is 5 laps. If you place in the top 4 finishing positions, you can go to the next course in the circuit. If you place 5th or lower, you'll lose one of your extra carts and you'll have to try that race again. After the winning cart crosses the finish line, finishing positions will be displayed on the left side of the screen.

Each time you choose "RETRY", you lose one of your remaining carts. You start the game with 4 carts total, so you can "RETRY" 3 times.

If you press the START Button during a race, the game will pause and you can choose to "GIVE UP" or select "NO" to return to the race. Every time you "GIVE UP", you lose one of your remaining carts.

Standings

The racers who place in the top 4 receive points. At the end of the circuit, the overall winner will be determined by the number of points.

Position	1st	2nd	3rd	4th
Points	9	6	3	1

X5 RACES

Drivers who come in 5th place or lower, have to "RETRY" or "END" the game. Points are only awarded for placing in the top 4.

The place you finish in will be your starting position for the next race. For example, if you come in 2nd place, you'll start in the 2nd position in the next race.

Stuff On The Track

Zipper
Run over this and you'll ZIP!

Jump
Run over this to jump.

Question Blocks

When you run over a Question Block, you never know what you're going to get. The item box at the top of the screen will spin through the different items. When it stops, you have that item. To use the item, press the A Button. After you run over a Question Block, it will turn red. If you are already carrying an item, you won't be able to pick up another one.

Items

Press The A Button To Use

Green Shell

Use the Green Shell to fire at enemy karts – a hit will send an enemy into a spin. Green Shells can bounce off of barriers, so you can try for bank shots too.

Red Shell

The Red Shell is a lot like the Green Shell except it works like a guided missile! If you have an enemy in your sights, let the Red Shell go. Unless you are too close or too far away, the Red Shell rarely misses its mark.

Banana Peel

When a cart hits a Banana Peel, it will spin out.

Feather

The Feather allows you to jump much higher than if you used the L or R Buttons. Use this to jump over enemies or clear obstacles.

Mushroom

You get a temporary burst of speed by using a Mushroom. Sometimes, you can make an enemy spin out if you hit them while you are using a mushroom.

Star

Using the Star makes you invincible for a short period of time. During this time, your speed increases and you are immune to enemy attacks. If you fall into water, lava, or off of an edge, you will lose your invincibility. The Star is very useful.

Lightning Bolt

Use the Lightning Bolt and you'll see a big flash. After the flash, all of the other racers will become smaller in size for a while. During this time, they will move slower and are very vulnerable.

Coin

The Coin adds 2 coins to your total. Push the A Button right away when you get a Coin. Collect as many as you can!

Ghost

The Ghost makes you and your cart invisible. You'll also be able to take your opponent's item.

NOTE: Lightning and Coins only appear in the GP and MATCH RACE modes. The Ghost only appears in BATTLE MODE and MATCH RACE.

MARIO KART GP (2 Players)

A split screen is used in 2 Player mode, so that you and your opponent can compete at the same time. The racer using Controller #1 will start in 8th place, and the racer using Controller 2 will start in 7th place. If either player finishes in the top 4, both will go on to the next race.

TIME TRIAL (1 Player Only)

The TIME TRIAL is great for practicing. There are no items or coins to worry about, just a nice clean race track. The top 5 times and drivers for each track are saved in your Game Pak. You can race on any track and choose any driver.

Mario Kart GP (2 Players)

Time Trial

When you finish a TIME TRIAL, your finishing time will be displayed. At this point, you can choose to retry that track or choose a new one. If you pick "REPLAY" you can watch how you did in the last race. If you pause the game or do some really weird driving, the "REPLAY" option may not appear.

MATCH RACE (2 Players Only)

This is a one-on-one, head-to-head race to the finish. Use your items wisely to put yourself in the winner's circle.

BATTLE MODE (2 Players Only)

Each player has 3 balloons protecting their cart. The object here is to burst all 3 of your opponent's balloons using items that you obtain from the Question Blocks. Whoever runs out of balloons first, loses!

How To Win in BATTLE MODE

- ☆ Look at the color of the barriers on your opponent's screen to determine where they are.
- ☆ Use the Star to your advantage. While you are invincible, it is possible to hit your opponent multiple times.
- ☆ You can eliminate Banana Peels with Shells.
- ☆ Always keep an eye on your opponent's screen.

The win/loss indicator in BATTLE MODE or MATCH RACE shows up to 99 wins and losses. Before you start playing the BATTLE MODE or MATCH RACE, it's a good idea to set a limit. For example, the first person to win 3 rounds, wins the game. If one of the players gives up, that race is a draw. To reset the win/loss indicator, turn the power OFF, then back ON. The Reset Button does not reset the win/loss indicator.

SECRET WEAPONS FOR WINNING: POWER SLIDING

Using The L and R Buttons

Experiment with using the L and R Buttons when turning corners. If you time it just right, you can do a power slide. You'll find it is possible (but difficult) to take sharp corners without letting up on the gas!

B Button + Control Pad + L or R Button

Tight Turn

If your timing isn't quite right, you may slide off the course or even spin out. If you find yourself going out of control, let up on the gas. (This applies to normal driving too.) Also, power slides are very useful in BATTLE MODE when you are trying to get away from an opponent that is on your tail!

Speed Through Tight Corners!

COLLECT THE COINS

Coins are all over the ground. Keep an eye open for them and always know how many coins you have. Each coin you pick up (up to 10) makes your cart go faster. Whenever an enemy runs into you or you spin out, you lose coins. Lakitu will also charge you if he needs to pick you up. If you don't have any coins and an enemy hits you, you will spin out, so be sure to collect as many as you can!

Any number of coins over 10 are surplus.

At the beginning of a race, the number of coins you have is determined by your starting position.

Starting Position	Coins
1st & 2nd	2
3rd & 4th	3
5th & 6th	4
7th & 8th	5

How Many Coins Do You Lose When...?

Spin caused by an item attack	4 coins
Lakitu towing charge	2 coins
Collision with enemy kart	1 coin

If you lose all of your coins be real careful about colliding with enemy racers. If you need to be towed and you have no coins, Lakitu will take care of you anyway. (Hey, he's a nice guy!)

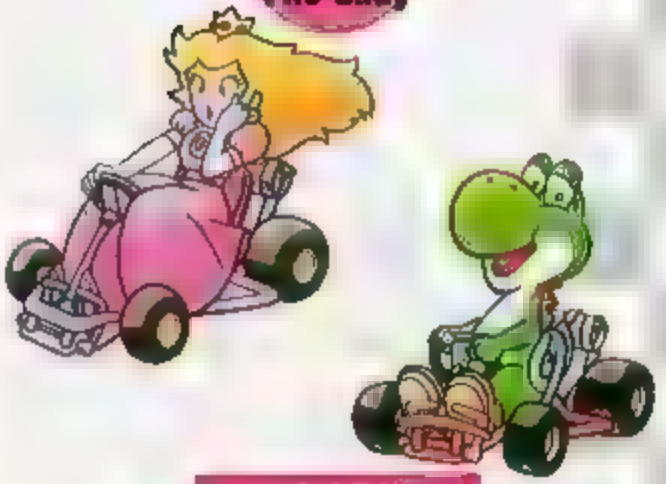
THE 8 CART DRIVERS

There are basically 4 types of cart drivers. If each player picks the same type of driver in 2 player mode, the race should be very close.

The Bros

The Mario Brothers have pretty much the same abilities in kart driving. Mario and Luigi have had a friendly rivalry that goes back to their childhood. You can expect a heated contest between them. When Mario and Luigi are computer controlled, they try to block your path.

The Dragon and The Lady

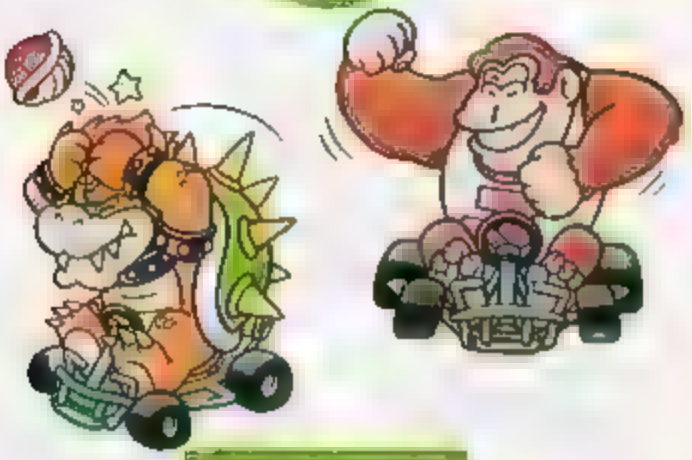


Fast Acceleration

PRINCESS & YOSHI

At first, you might think that The Princess and Yoshi would have nothing in common (except their fondness for Mario). As it turns out, they have the same driving ability. Both of these racers have very fast acceleration. As enemies, the Princess will toss poison mushrooms in your path, and Yoshi will use eggs to hinder your progress.

The Showdown



These two drivers have long been Mario's arch enemies. They are both rather hefty so they have slow acceleration but their top speed is great! As enemies, look out for Bowser's fireballs and Donkey Kong Jr.'s banana peels. These two really throw their weight around. Stay clear of them.

The Small Guys

Because of their excellent traction, these guys are really good for beginners.

Neither of these racers have qualities that make them stand out. They are, however, good all around racers with better than average control in corners - they do not skid as easy. These racers are good for beginners who are just learning to race. In the GP race as enemies, Koopa Troopa will drop shells and Toad will place poison mushrooms on the track.

PERFORMANCE CHART

This shows the best carts for each track. Try to pick a cart that will work well for the whole circuit

Ranking

The Best of the Best | Very Good | Average | Not so hot

Drivers \ Conditions	Acceleration	Top Speed	CHOCO ISLAND	VANILLA LAKE	DONUT PLAINS	KOOPA BEACH	BATTLE MODE
Standard Performance MARIO & LUIGI	★	★★	▲	★★★	★	▲	★
Fast Acceleration PRINCESS & YOSHI	★★★	★	★★	▲	★★★	★★	★★★
High Top Speed BOWSER & DONKEY KONG JR.	▲	★★★	★	★★	▲	★★★	▲
The Small Guys KOOPA TROOPA & TOAD	★★	▲	★★★	★	★★	★	★★

- KOOPA TROOPA and TOAD are good at steering carts, while the PRINCESS and YOSHI have some trouble with the steering wheel.
- If KOOPA TROOPA or TOAD collide with the immense BOWSER or DONKEY KONG JR. they will be bounced around a bit.

In the GP race, the cart in front of you or behind you may try to make your race more difficult by tossing things on to the track. The best thing to do is concentrate on avoiding these objects. As you get closer to the front of the pack, these attacks get worse.

THE CIRCUITS

MUSHROOM CUP

MARIO CIRCUIT
Course 1
DONUT PLAINS
Course 1
GHOST VALLEY
Course 1
BOWSER CASTLE
Course 1
MARIO CIRCUIT
Course 2

CHOCO ISLAND
Course 1
GHOST VALLEY
Course 2
DONUT PLAINS
Course 2
BOWSER CASTLE
Course 2
MARIO CIRCUIT
Course 3

Course Characteristics

MARIO CIRCUIT Slipperiness 1
A paved track with good traction. Look out for the pipes!

DONUT PLAINS Slipperiness 2
A tranquil setting with a beautiful pond. Pipes or Gophers may get in your way

GHOST VALLEY Slipperiness 1
A track made of wood built a long time ago. There are no special obstacles, but be sure to keep your eyes peeled for holes.

Enemies have a way of making racing as difficult as possible for you. Do your best to avoid their attacks.

The "Slipperiness" differs depending on the course. There are 4 levels of slipperiness - the bigger the number, the more slippery the course.

KOOPA BEACH
Course 1
CHOCO ISLAND
Course 2
VANILLA LAKE
Course 1
BOWSER CASTLE
Course 3
MARIO CIRCUIT
Course 4

The Special Cup is a secret cup race for 100cc racers. Only drivers who have won the gold in the other three cups can compete here.

BOWSER CASTLE Slipperiness 1
A course made of stones set on a bed of lava. Be careful, or you'll get Thwomped.

CHOCO ISLAND Slipperiness 3
A dirt course in the desert. The infamous Piranha Plant hangs out here.

KOOPA BEACH Slipperiness 3
A race on the beach around a small island. The Flopping Cheep Cheep makes its home here.

VANILLA LAKE Slipperiness 4
A frozen lake that is very slick. Pipes and holes in the ice should be avoided at all costs.

LIST OF COURSE MAPS

MUSHROOM CUP RACE

MARIO CIRCUIT 1

DONUT PLAINS 1

GHOST VALLEY 1

BOWSER CASTLE 1

MARIO CIRCUIT 2

If you run into an oil slick, you'll spin out. Steer around them when possible.

FLOWER CUP RACE

CHOCO ISLAND 1

GHOST VALLEY 2

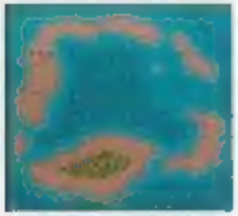
DONUT PLAINS 2

BOWSER CASTLE 2

MARIO CIRCUIT 3

If a Gopher hops on your kart, shake it off by pressing the L or R buttons repeatedly!

STAR CUP RACE



KOOPA BEACH 1

CHOCO ISLAND 2

VANILLA LAKE 1

BOWSER CASTLE 3

MARIO CIRCUIT 4

The dark blue water around Koopa Beach is very deep. Be careful!

BATTLE MODE

Battle Course 1

Battle Course 2

Battle Course 3

Battle Course 4

Battle Course 1 is a practice course.

MASTER TIPS

- ☆ If you are skidding in a corner, let up on the gas to regain control.
- ☆ These carts cannot go in reverse. If you need to turn around, hop with the L and R Buttons.
- ☆ You cannot hop over obstacles such as Banana Peels. Use a feather and jump over them.
- ☆ If you fall into the water, you can still move slowly. But never fear! I will rescue you with my trusty fishing pole. Even if you fall off the edge of a GHOST VALLEY track or into the lava on one of the BOWSER CASTLE tracks, I'll quickly reel you in to safety.
- ☆ Items cannot be picked up when you are off the ground.
- ☆ If you race well enough in the TIME TRIALS, then choose the same course again, you may be able to race against yourself!
- ☆ If you're going the wrong way, I will swoop onto the screen with a yellow "X" flag.
- ☆ There is a special challenge waiting for you if you can get the gold trophy in the 100cc Special Cup.

REV-D

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